

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	51	(rigid adj body) near simulat\$4	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2007/01/19 17:32
L2	0	(rigid adj body) near simulat\$4	IBM_TDB	OR	OFF	2007/01/19 17:32

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	851	703/6.ccls.	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:16
L3	17	collodi.in.	US-PGPUB; USPAT	OR	OFF	2007/01/19 13:34
L4	71	physics adj engine	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:37
L5	55	physics adj package	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:38
L6	59	game near physics	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:52
L7	1435	computer and game and physics and object\$1	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:53
L8	659	L7 and dynamic\$1	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:53
L9	203	L8 and collision\$1	US-PGPUB; USPAT	OR	OFF	2007/01/19 14:54
L11	4	(physics adj engine) not L4	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2007/01/19 15:02
L12	9	(physics adj package) not L5	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2007/01/19 15:03